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RPGA News
Farewell to the Living City

More Dark Sun Monsters
A Bevy of Baleful Beasties

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RPGA NETWORK

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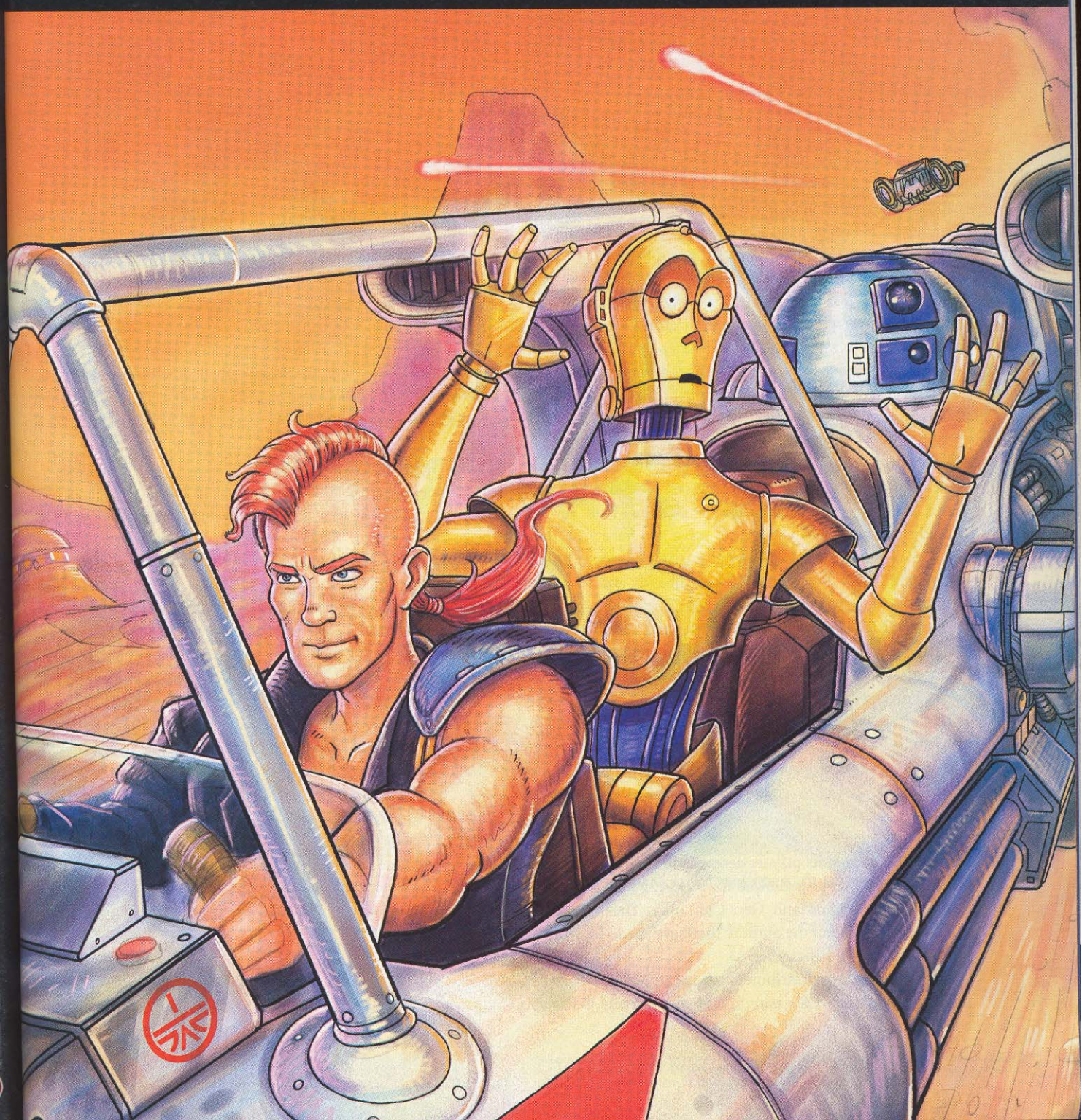

Farewell to the Living City

In this installment of News from the Top I'd like to address a couple of issues. The first is a kind of history and explanation to where we are today with the Network's long-running Living City campaign. In essence, a tribute to those that helped develop this campaign as well as an explanation to what we intend now.

I think we can safely say Living City (LC) was the precursor to what has become the norm for the RPGA and shaped the way gamers today play within the organization. It has had a huge impact on our development, and this is why: LC was the first of our true campaigns. Set in the Forgotten Realms, players and NPCs alike struggled for fame and notoriety within the streets, markets, buildings, and dungeons in, under, or around the thriving city of Ravens Bluff.

This campaign had a good, solid foundation and was so akin to what D&D was—open-ended high adventure with a sense of advancement—that it soon caught the imagination of the majority of the membership. Like all systems though, the more that participate the more the flaws show. Until the launch of 3rd Edition D&D, though, these flaws were relatively minor.

With 3rd Edition, the flaws of a continuing campaign became very real. What D&D edition would the campaign support? Well, the current one, obviously. How do we convert thousands of characters with all their accumulated wealth and equipment for players who have been playing for multiple years? Not to labor the point, it wasn't a process that we were geared to achieve at the time, and a lot of player as well as staff pain followed.

Without the ability to fix the issues now presented and with the RPGA having the new fledgling colossus of Living Greyhawk gathering pace, many options were discussed and tabled. One was from OrganizedPlay.com. This revolved around an out-of-house contract to solve, fix, track, and maintain the campaign without stretching the already exhausted RPGA staff. Also, they offered to do it quickly and to stop the pain of the players who were still unsatisfied with the conversion and other fixes in place. They tried this until the end of 2003, when, faced with dwindling numbers that were less than one quarter of the starting monthly numbers, they called it a day and dropped the contract.

This effectively means the RPGA staff had to do a lot of long, hard soul-searching a second time. Still without the staff numbers to support this campaign and with more fixes necessary *plus* the addition of a new Forgotten Realms campaign already within house *plus* LG reaching Titan size, we sadly decided that the RPGA wouldn't continue LC. This said, we also realized that LC and its players deserved to have a fitting finale, and to that end we have allowed for a closing bridge of adventures at both Origins and Gen Con Indy. These are being worked on by some of the authors that have made LC truly live for many players for many years.

To those who have contributed to this campaign, understand that your work wasn't for naught and we sincerely thank you. You helped shape what we play today. LG and the new Legacy of the Green Regent campaigns are all born from the lessons learned from the development and running of LC. Like all good home campaigns, it's just time to stop and play something else.

The Retailer Program

Speaking of playing something else... In January this year, the RPGA launched a new retailer program designed to support play within stores. Each month we produce a new kit that stores can purchase from Wizards of the Coast's Direct Sales department. Within these kits are three quality-printed specially illustrated copies of the latest Legacy of the Green Regent adventure, three special clear cell spell templates for GMs to use during play, alternative paint promotional miniatures from the latest D&D Miniatures expansion, posters and a window cling to advertise the event and identify the store as a D&D Campaigns site plus formats and 12 new terrain tiles to support a 12-player D&D Miniatures tournament. So, if you'd like your store to run these or you are willing to help your store run them, get them to contact Wizards of the Coast Direct Sales department at 1-800-564-1636.

Until next time, may the goddess Tymora shine favorably on your d20s.

Ian Richards
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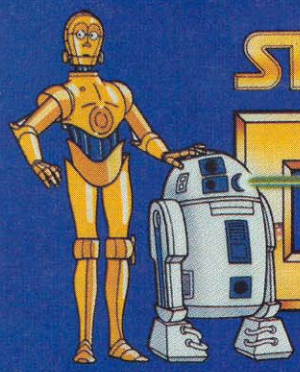


STAR WARS DROIDS™

THE ADVENTURES OF R2-D2 AND C-3PO™

by Rich Handley and Abel G. Peña Illustration by Jeff Carlilse

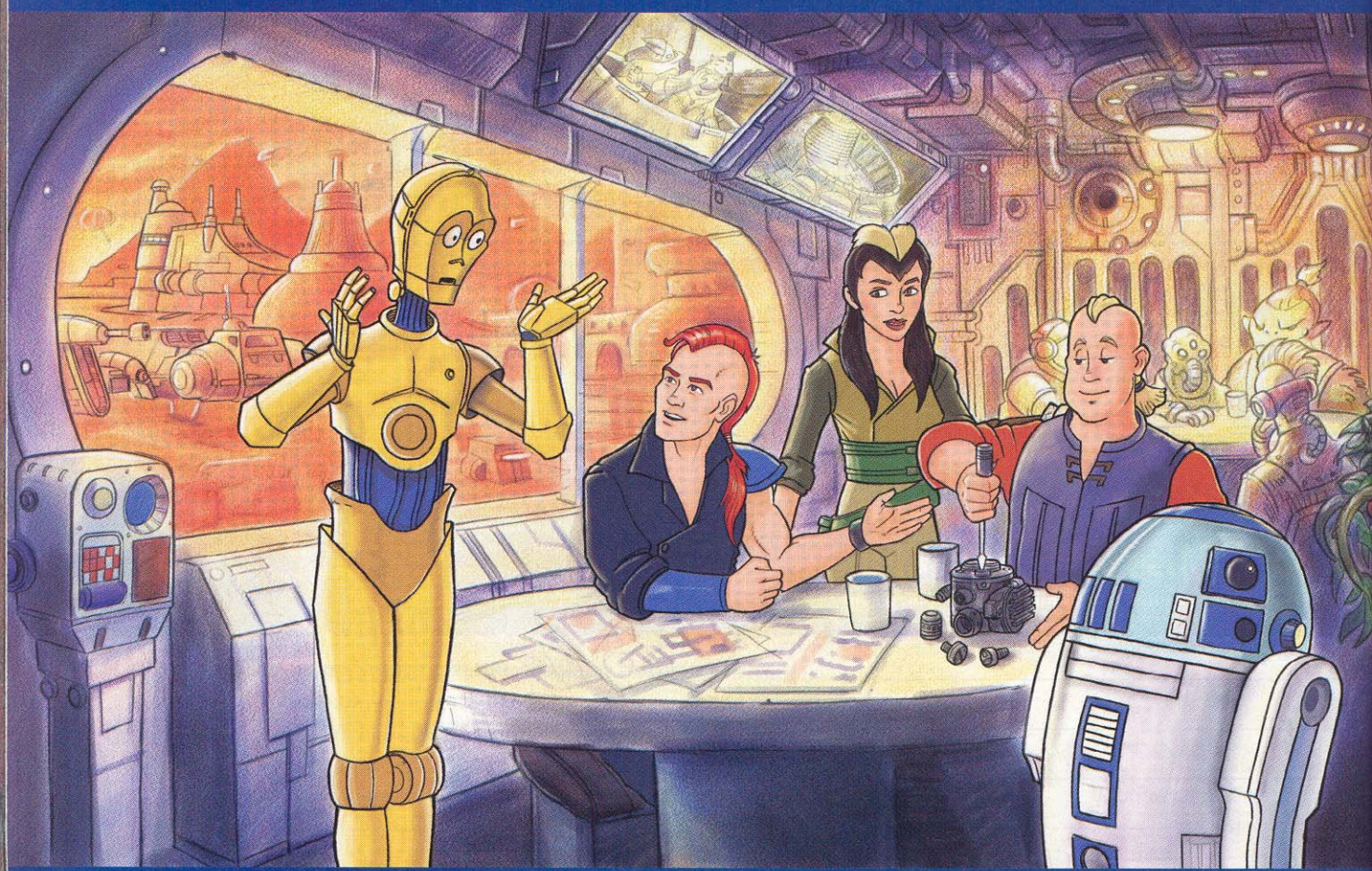
SOME FRIENDSHIPS ARE FORGED IN A SINGLE MOMENT, others from a lifetime of experiences shared. Poets have devoted countless pages to celebrating such friendships, but there is another about which far less has been written. That friendship is forged in chrome.

C-3PO, built by nine-year-old Anakin Skywalker from the scrapped remains of several Cybot Galactica protocol droids, had a marked tendency toward prissiness and fretting. The smaller R2-D2, an astromech droid with an amazing knack for thinking its way out of trouble, had little tolerance for such qualities. And yet, theirs is a friendship that has stood the test of time—nearly sixty years by the time of the Yuuzhan Vong invasion.

Introduced to each other before the Battle of Naboo and re-acquainted ten years later, Artoo and Threepio went on to share many fascinating adventures. Some were deadly, some humorous, but each re-affirmed the warmth and caring they had for one another. Some of the pair's most exciting exploits took place on the desolate planet of Ingo, as revealed in the popular *Droids: The Adventures of R2-D2 and C-3PO* animated series, which ran on ABC starting September 1985 and lasting a single season of 13 episodes. Set 15 years before *A New Hope*, the series shed new light on an unexplored corner of the *Star Wars* universe. This article covers the highlights of the series, providing rules and suggestions for incorporating the background of the cartoon series into your *Star Wars Roleplaying Game* campaigns.

Boonta Bounty

Long before they first encountered Luke Skywalker on desolate Tatooine, C-3PO and R2-D2 were the property of a notorious smuggler named Zevel Hortine. When authorities arrested Hortine while in orbit over the planet Ingo, the criminal flushed his contraband-laden cargo bay into the planet's



atmosphere to avoid further prosecution. Stationed in the bay at the time, C-3PO and R2-D2 plummeted to the surface, landing with a crash in the forbidding Vaj Desert.

Luckily, they were found by Thall Joben, a young racer from a nearby settlement. Joben hired the droids to help him in the speeder repair shop he maintained with his friend and racing partner, Jord Dusat. This brought the droids into direct conflict with the evil Fromm Gang, a crime syndicate led by the blue Annoo-dat Sise Fromm and his angry punk of a son, Tig. One of Jabba the Hutt's greatest rivals, Sise was a mastermind of crime, a killer without a conscience whose very name reduced even the most stalwart of Annoo-dat to shivers.

Jord and Thall had built themselves a speeder called the *White Witch*, which they believed could tear up the tracks against any opponent. However, when they accidentally witnessed Tig Fromm's secret project, the *Trigon One*, the young gangster became obsessed with eliminating them before they could reveal what he was up to. To that end, he kidnapped Jord Dusat.

With help from a woman named Kea Moll, who had come to the repair shop to have her ship (a *Starrunner*-class starship called *The Sand Sloth*) repaired, Thall and the droids sped to Tig Fromm's secret base. Thall used a decoy to get R2-D2 inside the base so the droid could hack into the computer and locate Jord's cell and rescue him. Kea later gave them a ride to the Boonta Speeder Race on Ko Vari, also known as Boonta.

En route, Kea's ship suffered more malfunctions and she diverted to Annoo for repairs. Secretly, she and her mother Demma were members of a resistance group against the Empire. The *Trigon One*, Kea told the droids, was a weapons satellite that represented a danger to the galaxy if it ended up in the wrong hands. Demma had sent Kea to find Tig's base so the resistance could destroy it. This was not the first time the droids had crossed paths with such resistance groups, and it certainly would not be the last.

The racing team agreed to help Kea complete her mission, but when she and Jord slipped aboard Sise's ship, they were captured by the gangster's guards. Thall managed to free them from their bonds, and they escaped the Fromm ship by stealing the *Trigon One* from the cargo bay. Sise was not pleased; his son had failed—again.

Desperate to get back in his father's good graces and frustrated at the mocking he took from Vlix Oncard, his father-appointed bodyguard, Tig Fromm vowed to get back the *Trigon One*, and to avenge himself on the racers and their droids. Again capturing Kea and Jord, the Annoo-dat youth offered Thall an ultimatum: if he didn't return the satellite, his friends would die; but as with most of Tig's plans, this, too, went awry. Helping their masters escape, Artoo and Threepio rigged the *Trigon* to crash into Sise's Ingo fortress, destroying both the fortress and the satellite. Needless to say, Sise Fromm was not amused.

At last, Thall and Jord made their way to Boonta with Kea and the droids. This was to be the youths' first major competition, but they almost never made it to the starting gate. As soon as the group settled into their assigned berthing, Tig's shuttle opened fire on their speeder, forcing Artoo to use an emergency control on its outer hull to launch it to safety. The

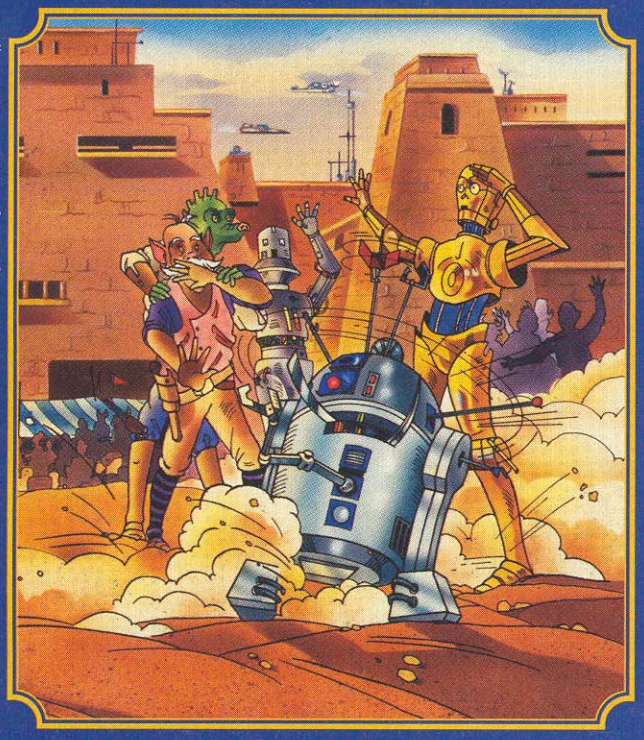


Illustration courtesy of Lucasfilm

speeder crashed into a junkyard and was damaged on impact, but the junkyard's attendant, a rickety droid called Proto One, offered to fix it for them.

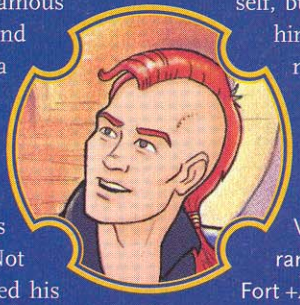
Meanwhile, the Fromm gang hired the infamous bounty hunter Boba Fett to destroy the droids and their human masters. Though Jabba had put a bounty on the Fromms' heads, Fett owed them a favor and took their job instead. Fett first tried to eliminate the group from within, sending his personal droid, BL-17, to befriend C-3PO and kill the humans. The droid gassed Joben and Dusat's garage, but Artoo saved Kea from asphyxiation. Not realizing BL-17 was responsible, Threepio accepted his offer to move the *White Witch* to a more secure location until the race. This gave the droid just the access he needed to sabotage the *White Witch* by placing a thermal detonator in the *Witch*'s engine.

On the morning of the Boonta, Fett entered the race in his own *Silver Speeder* to ensure the deaths of the Joben-Dusat racing team. Extending winches from the *Silver Speeder* to the *White Witch*, Fett tried to make the other speeder crash, but Artoo saved his masters by severing the cords. He tried again using a magnetic beam, which caused the thermal detonator to dislodge and destroy his racer instead. Thall won the race, and Fett (who escaped the explosion thanks to his jetpack) took the Fromms prisoner to collect Jabba's bounty as payment for his lost droid and racer.

Speeder mogul Zebulon Dak, impressed by Thall's handling of the *Witch*, offered him, Jord, and Kea full-time jobs. Not since Sebulba the Dug threaded the Stone Needle during the Boonta Eve Classic some two decades earlier had Dak seen such expert flying. They accepted immediately, but upon learning they'd not be able to bring Artoo and Threepio along, they declined the offer. Unwilling to deprive their masters of this opportunity, the droids entered an escape pod and blasted off as Thall's ship jumped to lightspeed.

Thall Joben and Jord Dusat

Ever since he was 10 years old, Thall Joben knew he wanted to be a speeder racer. He'd studied the history of the sport more than some astronomers studied the heavens, and he knew it was his destiny to race. His father refused to let him try, saying the only place racing would ever get him would be a medical bed. Furious, Thall left his home on Beheboth, stowing away aboard a freighter bound for Boonta. The planet, he'd read, had once been called Ko Vari but had been re-named by the Hutts to cash in on an untapped market by letting humans take part in the deadly Boonta races. The races were named for a decadent Hutt holiday commemorating Boonta the Hutt's ascendence to godhood. Lasting three days and spanning three worlds (Tatooine, Ko Vari, and Arami), the holiday marked the Hutt's three-day epic battle (and victory) against the Parliament of Moralan, which had long encroached on Hutt territory. On Boonta, Thall met a rebellious youth named Jord Dusat, an orphan, who challenged him to a race on his first day and was impressed when Thall beat him by more than five seconds. The two became fast friends and eventual business partners, and Jord accompanied him back to Beheboth when he received news of his father's death. It was only at the funeral that his mother revealed a stunning secret: his father had once been a champion speeder himself, but he'd left the sport after a crash nearly killed him a mere two days before Thall's birth. Thall's mother died a few months later, leaving Jord his only real family.

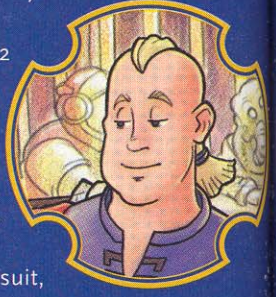


Thall Joben: Male Human Fringer 3; Init +2 (+2 Dex); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 20/13; Atk +3 melee (1d3+1, punch) or +4 ranged; SQ adaptive learning (Repair), barter; SV Fort +4, Ref +4, Will +1; SZ M; FP 2; Rep +1; Str 12, Dex 14, Con 13, Int 13, Wis 11, Cha 15.

Equipment: Lightsaber, racing speeder (the *White Witch*), tool pouch, utility belt.

Skills: Hide +5, Jump +4, Knowledge (landspeeders) +6, Pilot +8, Profession (mechanic) +7, Read/Write Basic, Repair +8, Speak Basic, Survival +4.

Feats: Acrobatic, Skill Emphasis (Pilot), Weapon Group Proficiency (blaster pistols, simple weapons).



Jord Dusat: Male Human Fringer 3; Init +2 (+2 Dex); Def 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 17/13; Atk +4 melee (1d3+2 punch) or +4 ranged; SQ adaptive learning (Repair), barter; SV Fort +4, Ref +4, Will +1; SZ M; FP 1; Rep +1; Str 14, Dex 14, Con 13, Int 9, Wis 11, Cha 14.

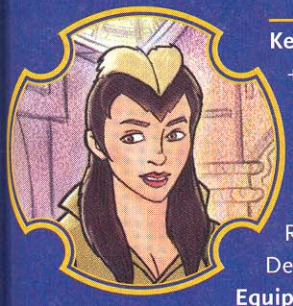
Equipment: Emergency crash suit, hydrospanner, souped-up landspeeder.

Skills: Craft (body work) +8, Knowledge (Boonta) +5, Pilot +7, Profession (mechanic) +5, Read/Write Basic, Repair +5, Speak Basic.

Feats: Skill Emphasis (Pilot), Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

Kea Moll

A native of the planet Annoo, Kea was an accomplished pilot at an early age. Much of her childhood was spent living on the farm her mother managed, which left her a good deal of free time to practice flying. When she was 15, her mother revealed a secret she'd kept to protect her: she was an agent for a local resistance cell against the Empire. Having witnessed many atrocities committed by the Empire on her world and others, Kea quickly joined her mother in helping the resistance, and when she was seventeen, she was assigned her first solo mission: to make her way to Ingo and destroy the Fromm Gang's *Trigon One*. The mission was a success, not only in ending the Fromms' plans but also in allowing her to make contact with businessman Zebulon Dak, a resistance operative who used his wealth and success as a cover so none would suspect his activities. Dak offered her a job along with Thall Joben and Jord Dusat, but neither of her friends suspected her true function: to spy on Balmorra, Millennium Engineering, and other manufacturing plants working for the Empire. Kea later went on to become a valuable member of the Rebel Alliance, and was among the founders of New Republic Intelligence (NRI).



Kea Moll: Female Human Scout 3; Init +1 (+1 Dex); Def 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 19/13; Atk +2 melee (1d3, punch) or +2 ranged (3d6, holdout blaster or 4d8, blaster cannon); SQ trailblazing; SV Fort +3, Ref +2, Will +3, FP 3; Rep +2; Str 10, Dex 11, Con 13, Int 12, Wis 12, Cha 12.

Equipment: Electrobinoculars, frag grenades, holdout blaster, sawed-off blaster cannon, *Starrunner*-class starship (the *Sand Sloth*), thermal detonator.

Skills: Astrogate +5, Computer Use +4, Pilot +6, Profession (agro-farmer) +5, Read/Write Basic, Ride +3, Speak Basic, Speak Dat-an, Move Silently +2, Search +5, Spot +4, Survival +7.

Feats: Alertness, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

The Fromm Gang

The Annoo-dat crime boss known as Sise Fromm made a fast name for himself by eliminating a rival named Klin Kartoosh. Klin was a big name in the spice-running racket, and a long-time associate of the Desilijic Hutt clan. Controlling through fear a number of planets in the vicinity of the Annoo System, the elderly criminal made an immediate enemy of Jabba the Hutt when he hired the notorious bounty hunter Boba Fett to execute Kartoosh. As arrogant as he was dangerous, Sise never took Jabba's threat seriously, believing he, not the Hutt, would come out on top in the end. The many failures of his son Tig, unfortunately, made it difficult to maintain his reputation, especially after Tig accidentally destroyed Sise's vacation palace on Bolad. Tig's failures were legendary, earning him the nicknames Baby-Face Fromm and Junior, and the humiliation this caused Sise was immeasurable. To that end, he assigned a personal bodyguard, Vlix Oncard, to keep watch over his embarrassment of a son. Vlix never let the younger Fromm forget it.

Sise Fromm: Male blue Annoo-dat Scoundrel 3/Noble 3/Crimelord 3; Init –2; Def 17 (+9 class, –2 Dex); Spd 2 m (without hoverchair); VP/WP 36/13; Atk +5 melee (1d3+1, punch) or +3 ranged (3d6, blaster pistol); SQ bonus class skill (Intimidate), favor +2, illicit barter, inspire confidence, lucky (1/day), resource access; SV Fort +3, Ref +5, Will +10; SZ M; FP 0; DSP 20; Rep +10; Str 12*, Dex 7*, Con 10*, Int 15, Wis 16, Cha 11.

* *Scores reduced due to effects of aging.*

Equipment: Hoverchair (with hidden blaster pistol), thugs.

Skills: Appraise +15, Bluff +21, Diplomacy +10, Forgery +10, Gather Information +8, Intimidate +11, Listen +4, Knowledge (Annoo) +15, Knowledge (streetwise) +10, Pilot +8, Read/Write Dat-an, Read/Write Basic, Sense Motive +12, Speak Dat-an, Speak Basic, Speak Huttese.

Feats: Alertness, Infamy, Persuasive, Skill Emphasis (Diplomacy), Toughness, Weapon Group Proficiency (blaster pistols, simple weapons).

Tig Fromm: Male blue Annoo-dat Scoundrel 2; Init +2; Def 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 6/9; Atk +1 melee (1d3, unarmed strike) or +3 ranged; SQ illicit barter, lucky (1/day); SV Fort –1, Ref +5, Will –1; SZ M; FP 0; DSP 2; Rep +1; Str 11, Dex 15, Con 9, Int 17, Wis 8, Cha 12.

Equipment: Combat droid menagerie, datapad, converted Imperial shuttle (the *Voor Viper*).

Skills: Bluff +3, Computer Use +7, Craft (electronics) +8, Disable Device +5, Knowledge (droids) +9, Knowledge (streetwise) +6, Pilot +4, Read/Write Dat-an, Read/Write Basic, Repair +9, Speak Dat-an, Speak Basic, Speak Binary, Spot +4.

Feats: Gearhead, Weapon Group Proficiency (blaster pistols, simple weapons).

Vlix Oncard: Male blue Annoo-dat Soldier 6; Init –1; Def 13 (+4 class, –1 Dex); Spd 10 m; VP/WP 53/17; Atk +9/+4 melee (1d4+3, combat gloves) or +5 ranged (1d8/DC 18, stunner); SV Fort +7, Ref +1, Will +3; SZ M; FP 0; DSP 8; Rep +3; Str 17, Dex 8, Con 14, Int 13, Wis 13, Cha 9.

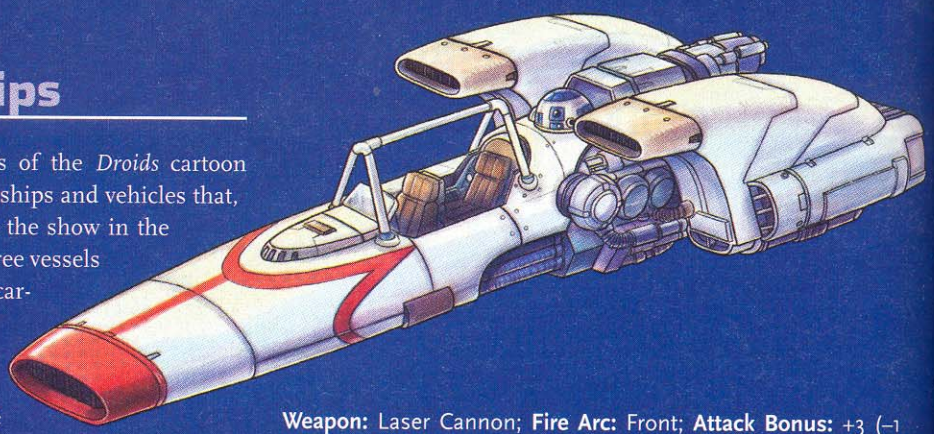
Equipment: Combat gloves, Sav'ruuchi-original designer suit, stunner.

Skills: Jump +5, Profession (bodyguard) +10, Intimidate +13, Read/Write Dat-an, Read/Write Basic, Speak Dat-an, Speak Basic.

Feats: Power Attack, Toughness, Weapon Group Proficiency (blaster pistols, simple weapons).

Vehicles and Ships

One of the most thrilling elements of the *Droids* cartoon series was the wide array of exciting ships and vehicles that, through their design, helped to root the show in the *Star Wars* universe. The following three vessels played an important part in the cartoon's first story arc.

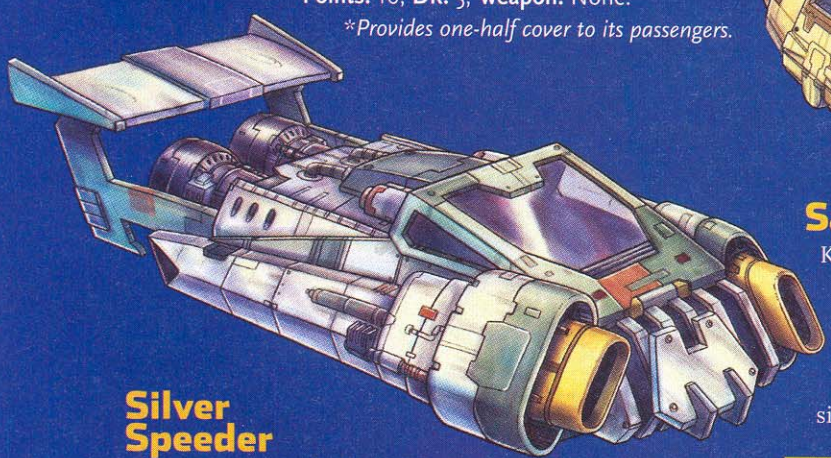


White Witch

Jord and Thall's baby, the *White Witch*, is a heavily modified Mobquet speeder. A popular model with urban teens of the Core a decade ago, this vehicle remained a lasting retro favorite with Outer Rim youths for its hassle-free maintenance and reliable components. Thanks to the joyhopper system installed by Jord, the vehicle's repulsorlifts allow it to ride noticeably higher than an average speeder for a short period of time, a nostalgic throwback to hydraulic height-augmenting systems of pre-repulsorlift days.

Craft: Modified Mobquet C/L-82 Landspeeder; **Class:** Ground (Speeder); **Cost:** Not available for sale; **Size:** Large (3.5 meters long); **Crew:** Unique (1 pilot); **Passengers:** 1; **Cargo Capacity:** 15 kilograms; **Ground Speed:** 150 m (max. speed 380 km/h); **Altitude:** up to 4 meters; **Defense:** 11* (–1 size, +2 armor); **Hull Points:** 16; **DR:** 5; **Weapon:** None.

**Provides one-half cover to its passengers.*



Silver Speeder

Boba Fett acquired the *Silver Speeder* from an Iotran mark after chasing her down to the planet Rivvidu. The brutish power of the vehicle gave the bounty hunter such difficulty chasing it down, he decided to keep it as a spoil of the hunt. Fett repainted most of the landspeeder subdued shades, making the *Silver Speeder* more inconspicuous if a bit of a misnomer.

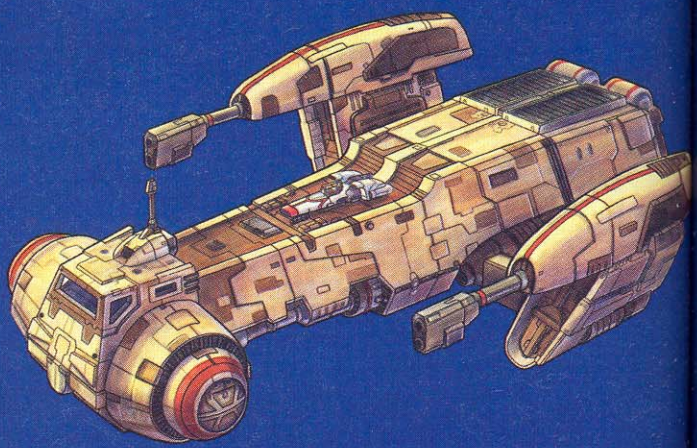
Craft: Modified zZip X-X Landspeeder; **Class:** Ground (Speeder); **Cost:** Not available for sale; **Size:** Large (3.7 meters long); **Crew:** Unique (1 pilot); **Passengers:** 1; **Cargo Capacity:** 10 kilograms; **Ground Speed:** 150 m (max. speed 390 km/h); **Altitude:** up to 3 meters; **Defense:** 12* (–1 size, +3 armor); **Hull Points:** 18; **DR:** 5.

Weapon: Laser Cannon; **Fire Arc:** Front; **Attack Bonus:** +3 (–1 size, +4 fire control); **Damage:** 3d8; **Range:** 20 m.

Weapon: Vibrosaw (3); **Fire Arc:** Front; Right; Left; **Attack Bonus:** 11 (–1 size, +2 fire control); **Damage:** 2d10; **Range:** 1 m.

Weapon: Harpoon (magnetic); **Fire Arc:** Front; **Attack Bonus:** 11 (–1 size, +2 fire control); **Damage:** 2d10; **Range:** 10 m.

**Provides one-half cover to its passengers.*



Sand Sloth

Kea spent many hours learning the ins and outs of the *Sand Sloth* while working on this sleek beauty alongside her father. A reliable ship built for hit-and-run missions, the *Sand Sloth* became Kea's by default when her father never came back from "work" one day—killed on a mission for the resistance against the Empire that went awry.

Craft: Corellian Engineering Corporation *Starrunner*-class starship; **Class:** Transport; **Cost:** Not available for sale; **Size:** Small (31 meters long); **Crew:** Unique (1 pilot); **Passengers:** 6; **Cargo Capacity:** 20 metric tons; **Consumables:** 3 months; **Hyperdrive:** x2 (backup x12); **Max Speed:** Ramming; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 60; **Hull Points:** 120; **DR:** 10.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** 15 (+1 size, +4 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S +0 M/L n/a.

Weapon: Ion cannon; **Fire Arc:** Partial turret (front, left, right); **Attack Bonus:** 13 (+1 size, +2 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0 M/L n/a.

Alien Anthology Addendum

Annoo-dat Blue (Ret)

For countless centuries, the blue-skinned Ret of the planet Gelefil were a peaceful lot who farmed crops all day and enjoyed fine ales at night. Cut off from the rest of the galaxy by a lack of technology, they led simple lives, ignorant that life existed elsewhere in the universe. Many yearned for more out of life, and yet, something kept them from seeking it out. It wasn't that they lacked ambition—they simply had no idea how much more the galaxy had to offer. Three centuries before the Clone Wars, however, all that changed when an army of Annoo-dat invaders landed on Gelefil. Hailing from Annoo, a planet in the same system, the Annoo-dat had recently developed space travel to find another homeworld to replace their own, which had become largely unlivable.

Fascinated by the newcomers' technology, many Ret set aside their former lifestyle, embracing the New Way that the Annoo-dat represented. Not all Ret were so willing to embrace technology, but the nay-sayers were soon swallowed up in the wave of excitement that quickly spread around the planet. Much to the confusion of the Annoo-dat, the invasion went off without a hitch, for instead of fighting back, the Ret were downright enthusiastic about accepting the invaders' lead. Upon learning of the invasion, the Old Republic sent emissaries to negotiate an end to hostilities. However, not a single shot was fired during the entire operation, and before the emissaries arrived, the Ret had already changed their name to Annoo-dat to honor those who had elevated them from ignorance. They also began calling their world Annoo, in honor of the Annoo-dat's former homeworld.

Within a century, the two races were so intertwined that the invader/invadee status became meaningless, each occupying an equal niche in Annoo-dat society. To avoid confusion, scientists have come to refer to the former Ret as the blue Annoo-dat, and the original, orange-scaled reptilian Annoo-dat as the Annoo-dat Prime. Neither species has adapted such a nomenclature, however, referring to themselves only as Annoo-dat.

Personality: In addition to adapting the Annoo-dat invaders' technology, the blue Annoo-dat borrowed their personality traits, language and even history as well. They became more aggressive, more hostile, and many joined the military, invading other worlds alongside their reptilian brothers. In time, most vestiges of the peaceful Ret vanished into the past, replaced by the more savage, brutal veneer of the Annoo-dat Prime, as though they'd always been the scourge of the spaceways. The blue Annoo-dat are still torn on the matter of technology, however, with the younger tending toward total reliance on machinery to solve any problem and the elderly relying more on intelligence and intuition over the cold hand of science.

Physical Description: Blue Annoo-dat are not generally tall, though some have been known to pass 2 meters in height. The average adult male height is 1.68 meters, while the average female height is 1.72 meters. Body sizes range from frail and thin to hugely muscled and rotund. Greenish-blue scales cover their hairless bodies up to their blue-lipped faces. Mottling brackets their eyes, with patches of aqua along the brows and ears. Long, spotted fingers end in sharp, talon-like claws, while their pointy-heeled feet end in two knobby, oversized toes. Glands along their cheeks gorge with blood when their tempers rise, burning a deep crimson on their otherwise cyan faces.

Homeworld: Annoo, formerly known as Gelefil, is one of seven habitable worlds of the fourteen-planet Annoo System (located in the Nimat Corridor section of the Outer Rim Territories). The original Annoo, now desolate and lifeless, was rendered uninhabitable after centuries of civil war between Annoo-dat Prime factions.

Language: The original Ret language, Tra'ang'a, has largely fallen out of usage, though linguists have retained recordings and lexicons for posterity. Currently, most blue Annoo-dat speak two languages, Dat-an (the language of the Annoo-dat Prime) and Basic. Because of the great volume of business they do with the Hutts, many also have taken to learning Huttese.

Example Names: Sise Fromm, Tig Fromm, Vlix Oncard, Klin Kartoosh, Deg Bostel.

Age in Years: The Annoo-dat are extremely long-lived; gangster Sise Fromm, in fact, is 900 years old. Child 1–25; young adult 26–160; adult 161–500; middle age 501–700; old 701–820; venerable 821+.

Adventurers: Because of the enthusiasm with which the Ret embraced space travel, Annoo-dat spread quickly throughout the galaxy. Many serve the Annoo-dat military, while others have entered private business and a wide range of other professions, such as bounty hunting, piloting, and racing. Ironically, given their once-idyllic way of life, one of the most successful farming supply consortiums in the galaxy, Bostel-Krex, is half-owned by the Annoo-dat merchant Deg Bostel.

Annoo-dat Blue Species Traits

- Ability Modifiers: +2 Constitution, +2 Wisdom.
- Medium-size: As Medium-size creatures, blue Annoo-dat have no special modifiers due to their size.
- Speed: Blue Annoo-dat base speed is 10 meters.
- Red In The Face: When a blue Annoo-dat grows angry, translucent glands on its face fill with blood, making it difficult for them to conceal their tempers. If a blue Annoo-dat loses his temper during a delicate negotiation, he suffers a –4 penalty on Bluff and Diplomacy checks. By the same token, at the GM's discretion, he may gain up to a +4 bonus on Intimidate checks when dealing with a subordinate.
- Skill Bonuses: Blue Annoo-dat gain a +2 species bonus on Sense Motive and Spot checks.
- Free Language Skills: Read/Write and Speak Dat-an.

Blue Annoo-dat Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Profession (any one) +1, Read/Write Basic, Read/Write Dat-an, Speak Basic, Speak Dat-an, Sense Motive +2, Spot +2.

Feats: None.

New Planets

Ingo

The planet Ingo, a Mid-Rim world in the Bortele Cluster, contains four major continents, two of which are largely uninhabited due to extreme polar conditions. The other two continents are both arid deserts sparsely settled by members of a hundred different species, none of which are indigenous. Relatively free of any enticing features whatsoever, Ingo is often overlooked by the commercial space lanes. Little in the way of organized government exists on Ingo, and most of the settlers do as they please. This leads to frequent settlement squabbles, some of which have proven fatal over the years. Still, the settlers leave each other alone for the most part, if for no other reason than because of one unavoidable truth: traveling the Vaj Desert and other endless sandy wastes just to wage war just doesn't seem worth the effort.

Ingo has five moons, three of which (Meragon, Gravaj, and Por Raton) are wholly unremarkable. The other two, Terig and Dram, were purchased by the House of Tagge Mining Company to accommodate massive drilling operations for scatrium, fravisite, and other rare metals. Ingo orbits an unremarkable star and is the second of sixteen unremarkable planets.

In fact, were it not the homeworld of famed speeder racers Thall Joben and Jord Dusat, as well as Wraith Squadron hero Shalla Nelprin and her sister, New Republic commando Vula Nelprin, it might have escaped mention in the history books entirely. As it is, Ingo is little more than a footnote.

Annoo (Gelefil)

The once-agricultural planet known as Gelefil has a unique history among the millions of planets in the galaxy, in that it is among the only worlds ever to be willingly conquered. For centuries, the planet Gelefil was an idyllic world. The peaceful Ret who lived there had no need for fighting, for their planet was a virtual paradise of tranquility where each Ret provided for his own family and peace reigned. Following an Annoo-dat invasion, Gelefil's citizens renamed their world Annoo to honor their conquerors.

Though much of the planet's northern beauty was preserved, large sections of Annoo's southern regions were set aside as manufacturing districts. There, both species worked together to usher their world into a more modernized age. Mechanized agriculture increased the output of the simple farming a thousand-fold, while the production of textiles and other goods allowed Annoo to enter the galactic economy. And for the first time in the world's history, a planet-wide army stood ready to protect Annoo from further invasions. The world once known as Gelefil entered a golden new age where everyone prospered.

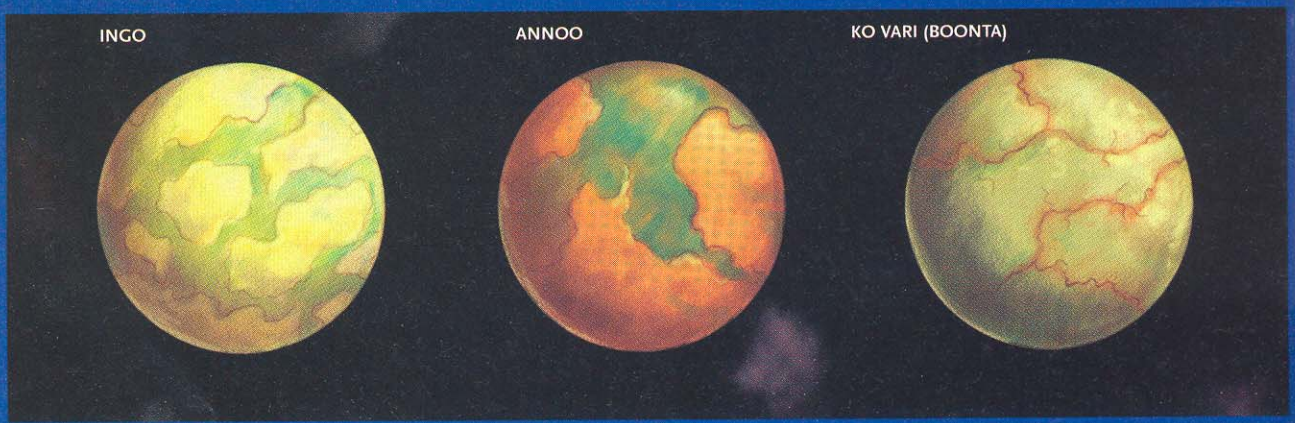
And yet, every golden age has its tarnish. For the planet Annoo, that tarnish came in the form of General Ashaar Khorda, an Annoo-dat Prime radical who, shortly before the Clone Wars, very nearly succeeded in overthrowing the government and taking control of the entire planet. His war crimes drew the attention of the Old Republic, however, whose intervention forced him to escape and form a band of self-styled freedom fighters against the Republic.

Ko Vari (Boonta)

The planet Ko Vari was nicknamed Boonta by the Desijilic Hutts in order to further the clan's immense wealth. The much despised Yenchara the Hutt realized that by giving humans a chance to take part in the deadly Boonta races, they could cash in on an untapped market with huge potential. The Boonta races of Ko Vari, Tatooine, and Arami were named for a three-day decadent Hutt holiday commemorating Boonta the Hutt's ascendance to godhood. The races had long fascinated humans, and Yenchara was happy to do whatever it took to line his clan's wide pockets.

It was a shrewd move. Without the Boonta races, there wasn't much about the planet that would normally have attracted a plague of womp rats, let alone booming commerce. An orbiting scrapyard provided repair facilities for passing spacecraft, while a plumbing supply plant operated on the farthest south of the planet's three major continents. However, that was about it. By nicknaming the planet Boonta and adjusting the parameters of the compact speeders to accommodate the human form, Yenchara drew more attention to the planet, attracting human colonists with a penchant for danger to settle there. In time, the planet became a Mecca for extreme sports, and it wasn't long before other such events cropped up. The annual Zed'hoffa Orbital Diving Competition, held over Boonta's Living Pits, has become especially popular.

Ko Vari is the fourth of seven planets in the Dernatine System. Once a highly settled world, it was all but decimated during the Great Sith War, and later again by Xim the Despot. It never completely recovered.



Cartography by Christopher West

Dark Sun Monsters Part Two

Written by David Noonan Art by Tom Fowler

Last issue's *Polyhedron* section presented Dark Sun, a D&D campaign set on the blasted desert world of Athas, where life is cheap and each sandstorm brings the promise of sightless death. The campaign setting first appeared just over a decade ago, and last issue's *DM's Guide to Dark Sun* featured several new and familiar creatures from the world of Athas. We didn't quite have room to cover every monster we wanted to, however, which is where this addendum comes in. While these creatures are suitable for any D&D campaign, to make the most of them you'll want a copy of *Dungeon* #110 and the *Expanded Psionics Handbook*.

Monster Types

Because psionics are so prevalent on Athas, animals can have psionic powers, so long as the powers aren't central to their threat as monsters. If an animal relies on psionics to survive in the world, build it as a magical beast, not an animal.

Mammals are very rare on Athas (beyond many of the PC races), so most animals found in the *Monster Manual* don't exist in a Dark Sun game. Only snakes and vermin will be familiar to your players. Most of the fauna that surrounds them should seem dangerous and alien. Dark Sun monsters look alien enough that it's sometimes hard to tell what creature type they are at a glance. A kank, for example, looks like a giant ant, but it's actually an animal and hence trainable as a mount.

Belgoi

Medium Humanoid (Belgoi) (Psionic)
Hit Dice: 4d8 (18 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +3/+4
Attack: Claw +4 melee (1d4+1 plus 1d3 Con)
Full Attack: 2 claws +4 melee (1d4+1 plus 1d3 Con)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities, Constitution drain
Special Qualities: Low-light vision
Saves: Fort +1, Ref +5, Will +3
Abilities: Str 13, Dex 13, Con 10, Int 7, Wis 14, Cha 13
Skills: Hide +5, Move Silently +5, Survival +5.
Feats: Stealthy, Track
Environment: Warm desert
Organization: Gang (4–9), tribe (10–40 plus 50% noncombatants and 1 4th-level leader and 1d3 2nd-level sergeants and 1d6 inixes or 1d6 kanks).
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +4

The creature appears human at first glance, but the long claws on the ends of its fingers, the puckered, toothless mouth, and the webbed, three-toed feet indicate otherwise. It is dressed in rags and a ceramic bell hangs from a cord around its neck.

Belgois roam the wastes beyond the city-state walls, assaulting unwary travelers and using psi-like abilities to lure victims into carefully planned ambushes.

A belgoi is 6 feet tall and weighs 150 pounds.

Combat

Belgois like to sneak up on an encampment, then use *attraction* on the bells they wear to lure guards away from the safety of the camp. They then either attack the now-defenseless camp or walk the guards into an ambush.

Constitution Drain (Su): Creatures hit by a belgoi's claw attack must succeed on a DC 12 Fortitude save or take 1d3 points of Constitution damage. The save DC is Constitution-based. Unlike undead with this ability, belgois don't gain temporary hit points when they drain Constitution.

Psi-Like Abilities (Sp): At will—*attraction* (+6 bonus on interaction checks, DC 14*), *mass missive* (640 ft. range, DC 14*); 1/day—*ego whip* (DC 13), *psionic blast* (DC 14). Manifester level 5th. The save DCs are Charisma-based.

*Includes augmentation for the belgoi's manifester level.

Belgoi Society

Belgois eke out their meager survival by eating the foes they ambush. They have no stomach for a fair fight, and the entire tribe usually moves on when merchant patrols or soldiers from a nearby city-state threaten them. They are nomadic and don't keep anything they can't carry.

Because belgois are such notorious raiders of small villages and trade caravans, they're usually attacked on sight by armies and militias that guard smaller settlements. No dragon-king tolerates a belgoi tribe within five days travel of his city.

Dune Reaper

	Drone	Warrior
	Large Magical Beast	Large Magical Beast (Psionic)
Hit Dice:	8d10+24 (68 hp)	12d10+48 (114 hp)
Initiative:	+2	+2
Speed:	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15	23 (–1 size, +2 Dex, +12 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+8/+19	+12/+23
Attack:	Claw +15 melee (1d8+7)	Claw +20 melee (1d8+9)
Full Attack:	2 claws +15 melee (1d8+7) and mandibles +10 melee (1d8+3)	2 claws +20 melee (2d6+9) and mandibles +15 melee (1d8+4)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab, rend	Improved grab, psi-like abilities, rend
Special Qualities:	Darkvision 60 ft., low-light vision, scent	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +9, Ref +8, Will +3	Fort +12, Ref +10, Will +6
Abilities:	Str 24, Dex 14, Con 16, Int 1, Wis 13, Cha 11	Str 28, Dex 14, Con 18, Int 12, Wis 15, Cha 15
Skills:	Jump +16, Listen +5, Spot +5, Survival +4	Concentration +19, Jump +33, Listen +7, Spot +7, Survival +7
Feats:	Cleave, Power Attack, Weapon Focus (claw)	Cleave, Mental Leap, Power Attack, Power Specialization, Weapon Focus (ray)
Environment:	Warm desert	Warm desert
Organization:	Solitary, Pack (1 warrior and 1d4+1 drones) or hive (1d4 warriors and 4d4+4 drones plus one 1 18-HD warrior matron)	Solitary, Pack (1 warrior and 1d4+1 drones) or hive (1d4 warriors and 4d4+4 drones plus one 1 18-HD warrior matron)
Challenge Rating:	5	9
Treasure:	—	—
Alignment:	Always neutral	Always neutral
Advancement:	9–12 HD (Large), 13–24 HD (Huge)	13–17 HD (Large); 18–36 HD (Huge)

This large quadruped has scythelike forepaws and a pair of powerfully muscled rear legs. Mandibles on either side of its skull guard a toothy maw, and a row of sharp scales runs down the center of its back.

Dune reapers are social creatures who build sandstone hives in the desert wastes, then proceed to systematically hunt everything nearby into extinction. They're organized like ants, with a single female known as the matron organizing teams of warriors and drones to do her bidding.

While the drones and warriors look the same, they function quite differently. The drones have limited intellects and are little more than animals, but the warriors are as smart as humans and have psionic powers. No matter what their caste, dune reapers have fearsome bladelike forelimbs that can tear through armor and flesh with ease.

Drones and warriors are 6 feet tall at the shoulder and weigh 3,000 pounds.

Combat

Dune reapers prefer to lie in wait for their foes, hiding behind or atop sand dunes until their prey draws near. Once a fight starts, they're straightforward combatants, but they're

smart enough to use basic tactics like flanking and concentrating on wounded enemies.

Improved Grab (Ex): To use this ability, a dune reaper must hit with its mandible attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A dune reaper that establishes a hold with a successful grapple check latches onto the opponents's body and tears the flesh. This attack automatically deals 2d8+10 points of damage.

Skills: Dune reapers have a +5 racial bonus on Jump checks due to their powerful leg muscles.

Dune Reaper Society

Dune reapers are omnivores, eating nearly anything they come into contact with. Not only do they use their meals for sustenance, but as raw material for the adhesive saliva that dune reaper drones secrete. Dune reapers use this secretion to bind sand and pulverize gravel, which they then sculpt into elaborate multichamber lairs of sandstone.

Captured dune reavers are common sights in Athasian gladiator arenas, because they go often go berserk when separated from their prides. They make terrifying, ferocious opponents for humanoid gladiators. Dune reaver forelimbs are sometimes made into bone swords, and their scaly hides are often made into armor.

Dune Reaper Drones

Drones comprise about two-thirds of all dune reapers. What they lack in intellect they make up for in perseverance and ferocity. Drones can smell which of their fellow dune reapers are warriors, and receive orders from them in a subtle olfactory language.

Drones are aggressive, territorial combatants that use ambushes, flanking, and other rudimentary combat tactics to good effect. They cooperate with each other better when a warrior leads them into battle—without the warrior, their attacks tend to be unfocused, but no less ferocious.

Dune Reaper Warriors

The warriors are the sergeants of dune reaper society, directing teams of drones as they hunt and build their warrens. All warriors are females, but only the largest one in a hive, known as the matron, can lay eggs for the drones to fertilize.

Warriors are almost always accompanied by one or more dune reaper drones. Using olfactory cues, the warrior directs the drones to charge the dune reapers' adversaries while the warrior uses its *energy push* and *mind thrust*. Then the warrior enters the fray itself. If battle turns against it, the warrior uses *mass cloud mind* to escape and report back to the matron and the rest of the hive.

Psi-Like Abilities (Sp): At will—*missive, read thoughts* (DC 14); 3/day—*energy push* (6d6, DC 18); 1/day—*mass cloud mind* (DC 18), *mind thrust* (11d10, DC 18*). Manifester level 11th. The save DCs are Charisma-based.

* Includes augmentation for the warrior's manifester level.

Earthdelver

Small Elemental (Earth)
Hit Dice: 1d8+2 (6 hp)
Initiative: +2
Speed: 20 ft. (2 squares), burrow 20 ft.
Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Base Attack/Grapple: +0/–4
Attack: Claw +3 melee (1d2)
Full Attack: 2 claws +3 melee (1d2) and bite –2 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Earth mastery
Special Qualities: Earth glide, elemental traits
Saves: Fort +4, Ref +2, Will +1
Abilities: Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Escape Artist +6, Listen +3, Spot +3
Feats: Alertness, Weapon Finesse[B]
Environment: Elemental Plane of Earth
Organization: Solitary
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This small quadruped has claws and a snout made of blackest obsidian and a body aggregated from pebbles.

Elemental clerics of earth often summon earthdelvers to do their bidding on the Material Plane.

An earthdelver is 3 feet long and weighs 35 pounds.

Combat

Earthdelvers tend to focus on a single foe, attacking with claws and bites until it's dead. They're heedless of their own safety.

Earth Mastery (Ex): An earthdelver gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne, the earthdelver takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Earth Glide (Ex): An earthdelver can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earthdelver flings the earthdelver back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Erdlu

Medium Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +4
Speed: 50 ft. (10 squares)
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple: +2/+4
Attack: Beak +4 melee (1d6+2)
Full Attack: Beak +4 melee (1d6+2) and 1 claw –1 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, sprint
Saves: Fort +4, Ref +7, Will +4
Abilities: Str 14, Dex 19, Con 13, Int 2, Wis 16, Cha 4
Skills: Listen +11, Spot +11
Feats: Alertness, Endurance
Environment: Warm deserts
Organization: Solitary, pack (2–5), or herd (6–30)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–5 HD (Medium)
Level Adjustment: —

This big, flightless bird has scaly skin and armor plates on its nonfunctional wings. It has a sharp beak and two powerful legs ending in claws.

Erdlus are prized for their skin, their meat, and their ability to lay eggs that provide a day's worth of nutrients and water. In the wild, they congregate in vast herds that use speed and dispersion to avoid predators.

An adult erdlu is 7 feet tall and weighs 200 pounds.

Combat

Herbivores that subsist on a wide array of plant life, erdlus would rather run than fight. When faced with a predator, erdlu herds scatter, running in different directions and reuniting only when the danger is past. If cornered, erdlus strike with their beaks and kick with a clawed foot, always seeking to open a path to escape.

Sprint (Ex): Once per hour, an erdlu can move ten times its normal speed (500 feet) for one round. Most erdlus use this ability to escape a combat situation.

Firesnake

Small Elemental (Fire)
Hit Dice: 1d8 (4 hp)
Initiative: +2
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple: +0/–5
Attack: Bite +3 melee (1d3–1)
Full Attack: Bite +3 melee (1d3–1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Burn
Special Qualities: Elemental traits, provides shadowy illumination
Saves: Fort +0, Ref +4, Will +1
Abilities: Str 8, Dex 15, Con 11, Int 1, Wis 12, Cha 2
Skills: Balance +11, Climb +11, Hide +6, Listen +6, Spot +6
Feats: Dodge, Weapon Finesse[B]
Environment: Elemental Plane of Fire
Organization: Solitary
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This snake appears to be made of living flame and glows with a reddish light.

Firesnakes, natives of the Elemental Plane of Fire, are commonly summoned by elemental clerics.

A firesnake is 3 feet long and weighs 10 pounds.

Combat

Firesnake bites don't do much damage directly, but they sometimes light the target on fire.

Burn (Ex): Those bitten by a firesnake must succeed at a DC 10 Reflex save or catch fire. The flame burns for 1d4 rounds, as described in the Catching on Fire section of the *Dungeon Master's Guide* (page 303).

Skills: Firesnakes have a +4 racial bonus on Listen and Spot checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks.

Fordorran

Large Magical Beast (Psionic)
Hit Dice: 6d10+18 (51 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (–1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple: +5/+17
Attack: Claw +8 melee (1d8+4)
Full Attack: 2 claws +8 melee (1d6+4) and gore +3 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Psi-like abilities, stench
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +8, Ref +5, Will +3
Abilities: Str 18, Dex 11, Con 17, Int 2, Wis 12, Cha 13
Skills: Listen +4, Spot +7
Feats: Ability Focus (stench), Combat Manifestation, Multiattack

Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7–10 HD (Large)
Level Adjustment: —

This massive, gray-green quadruped is covered in armor plating from its stubby tail to its horned head. It exudes a foul odor.

The fordorran is a marauding beast that attacks and consumes anything in its path. It'll start a fight even if it isn't hungry because its instinct to fight is so strong.

A fordorran is 8 feet long and 5 feet high at the shoulder. It weighs 1,800 pounds.

Combat

The fordorran lashes out more or less randomly at every creature it meets. It has a base level of animal cunning, but elaborate strategies are beyond it. Even its psionic powers and attacks are more a matter of instinct than refined prowess.

Psi-Like Abilities (Sp): 3/day—*dissipating touch, energy burst* (DC 14), *id insinuation* (DC 13). Manifester level 6th. The save DCs are Charisma-based.

Stench (Ex): The fordorran continually produces a foul-smelling odor as its digests its varied diet. Any living creature (even another fordorran) within 10 feet must succeed on a DC 18 Fortitude save or be sickened for as long as it remains in the affected area and for 1d4 rounds afterward. A creature that successfully saves cannot be affected again by the same fordorran's stench for 24 hours. *Delay poison* or *neutralize poison* removes the sickened condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on saving throws against this effect. The save DC is Constitution-based.

Gaj

Large Aberration (Psionic)
Hit Dice: 11d8+77 (126 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 26 (–1 size, +17 natural), touch 9, flat-footed 24
Base Attack/Grapple: +8/+21
Attack: Mandibles +16 melee (2d6+13)
Full Attack: Mandibles +16 melee (2d6+13)
Space/Reach: 10 ft./10 ft.
Special Attacks: Psi-like abilities, improved grab, probe drain
Special Qualities: Psionic resistance 22, low-light vision
Saves: Fort +10, Ref +3, Will +14
Abilities: Str 28, Dex 11, Con 25, Int 14, Wis 21, Cha 20
Skills: Concentration +21, Intimidate +12, Psicraft +16, Spot +22, Survival +19
Feats: Focused Sunder, Iron Will[B], Power Attack, Psionic Fist, Improved Sunder
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 11
Treasure: Double standard
Alignment: Usually neutral evil
Advancement: 12–18 HD (Medium); 19–33 HD (Huge)

This strange cross between a reptile and a giant beetle has a spongy white globe for a head, with six compound eyes and a pair of barbed mandibles as thick as a man's arms. Three feathery antennae wave from atop its head.

The psionic horror known as the gaj is among the most dangerous predators of the deserts, because they hunt only intelligent foes. They draw sustenance both from their victims' corpses and the psionic agony they produce when they die.

A gaj is 10 feet long and weighs from 400 to 600 pounds.

Combat

The gaj uses its array of psionic attacks first, preferably from a distance, then moves into melee to consume any incapacitated foes. In melee, it tries to sunder the weapons of those who attack it, and it takes great joy in draining their intelligence while tearing them apart with its mandibles.

At the beginning of a fight, the gaj has its psionic focus. It prefers to expend its psionic focus during a sunder attack.

Probe Drain (Su): A gaj can use its feathery antennae to attack the mind of grappled victims. If a gaj takes an attack action and wins a grapple check, it can probe its adversary's mind (as the *mind probe* power, DC 20), and then automatically deal 1d4 points of Wisdom drain. Creatures who succeed at their Will saves resist the gaj's mental interrogation for a round, but they still take the Wisdom drain.

Skills: Gajs have a +10 racial bonus on Spot checks due to their multiple keen eyes.

Gaj Society

Gajs are solitary hunters who only congregate in Highsun for breeding purposes. They make their lairs in rocky areas or sandy burrows, and there they keep the treasure they've accumulated from previous meals.

Jhakar

Medium Animal
Hit Dice: 3d8+15 (28 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple: +2/+4
Attack: Bite +4 melee (1d6+2)
Full Attack: Bite +4 melee (1d6+2) and 2 claws –1 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Trip

Gajs are confident creatures, and they sometimes play with their food when they don't think they're in danger. Even in the middle of combat, some gajs grapple foes and use their *power leech* psi-like ability or probe drain special ability to gain power or learn more about their foes. Gajs aren't stupid and deal with dangerous enemies before playing with their food.

Psi-Like Abilities (Sp): At will—*detect psionics, id insinuation* (5 targets, DC 21*), *mindlink, read thoughts* (DC 17), *power leech* (DC 19), *psionic blast* (4 rounds, DC 18); 3/day—*psionic dominate* (can affect aberrations, animals, dragons, elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, or outsiders, DC 21*), *psychic crush* (4d6 damage on a successful save, DC 20*). Manifester level 11th. The save DCs are Charisma-based.

*Includes augmentation for the gaj's manifester level.

Improved Grab (Ex): To use this ability, a gaj must hit a Medium or smaller creature with its mandibles. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can automatically make a probe drain attack.

Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +5, Will +2
Abilities: Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills: Listen +6, Spot +6
Feats: Alertness, Toughness, Track[B]
Environment: Warm deserts
Organization: Solitary or pack (2–8)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4–5 HD (Large)
Level Adjustment: —

This squat lizard has wicked claws, a purple sailback fin running down its back, and a wide mouth that seems to grin.

The "jokers of the sands," jhakars are ferocious predators known to play with their food before consuming it.

A jhakar is 4 feet long and weighs from 70 to 90 pounds.

Combat

The favorite tactic of a pack of jhakars is for the pack leader to clamp its jaws on the prey and drag it down. Then the rest of the pack either attacks immediately or forms a ring around the unfortunate foe to prevent escape.

Trip (Ex): A jhakar that hits with a bite attack can attempt to trip the opponent (+2 check bonus) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the jhakar.

Lirr

Large Magical Beast
Hit Dice: 5d10+10 (37 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 16 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple: +5/+14
Attack: Bite +10 melee (1d8+5)
Full Attack: Bite +10 melee (1d8+5) and 2 claws +4 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, improved grab, rake, stunning roar
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 21, Dex 17, Con 14, Int 2, Wis 12, Cha 6
Skills: Balance +7, Hide –1, Listen +5, Move Silently +11, Spot +5
Feats: Alertness, Weapon Focus (bite)
Environment: Warm desert
Organization: Solitary, pair, or pack (3–12)
Challenge Rating: 4
Treasure: —
Alignment: Always neutral
Advancement: 6–8 HD (Large)
Level Adjustment: —

This giant lizard is notable for its rainbow-colored fanlike head crest, and a wide tail fan that matches these colors. By contrast, the creature's body is a sleek gray with dull red stripes across the back.

Packs of lirrs are tough foes, not only because of their ill-tempered nature and prowess in melee combat, but also due to their fearsome roar, which can temporarily disable an unlucky foe.

A lirr is 7 feet long and weighs from 400 to 500 pounds.

Combat

A pack of lirrs spreads out when it hunts since the creatures aren't immune to the stunning roars of other lirrs. They are wary of stunning each other, so they often circle around an enemy, roar in unison during the surprise round, and then pounce on their quarry.

Pounce (Ex): If a lirr charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability a lirr must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 2d4+2.

Stunning Roar (Su): A lirr can loose a devastating roar once every 1d4+1 rounds. All creatures (including other lirrs) within a 20-foot cone must succeed on a DC 14 Will save or be stunned for 1 round. The save DC is Constitution-based.

Skills: Lirrs have a +4 racial bonus on Balance and Move Silently checks.

Mastyrial

Large Animal
Hit Dice: 12d8+48 (102 hp)
Initiative: +0
Speed: 30 ft. (6 squares), burrow 15 ft.
Armor Class: 22 (–1 size, +13 natural), touch 9, flat-footed 22
Base Attack/Grapple: +9/+19
Attack: Claw +14 melee (1d8+6)
Full Attack: 2 claws +14 melee (1d8+6) and bite +9 melee (1d8+3) and tail +9 melee (1d6+3 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison, rend 2d6+9
Special Qualities: Low-light vision, tremorsense
Saves: Fort +12, Ref +8, Will +4
Abilities: Str 22, Dex 11, Con 14, Int 2, Wis 10, Cha 7
Skills: Listen +7, Move Silently +5, Spot +7
Feats: Alertness, Power Attack
Environment: Warm desert
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 13–24 HD (Large), 25–36 HD (Huge)
Level Adjustment: —

This six-legged creature has an armor-plated hide, two massive pincers, and a beak-shaped maw. Its tail has a crescent shaped stinger that oozes a sticky fluid.

Mastyrials ordinarily eat the giant vermin of Athas's deserts, but they aren't particular and attack anything that looks even remotely like food.

A mastyrial is 9 feet long and weighs 800 pounds.

Combat

Mastyrials are unsubtle creatures, simply wading into melee to make a full attack as often as possible.

Rend (Ex): A mastyrial that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.

Poison (Ex): A mastyrial's tail stinger has a venom that is mildly paralytic and gives its victims muscle tremors. It deals initial and secondary damage of 1d8 Dex (Fort DC 20 negates). The save DC is Constitution-based.

Rainrunner

Small Elemental (Water)
Hit Dice: 1d8+2 (6 hp)
Initiative: +3
Speed: 40 ft. (8 squares), swim 40 ft.
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/–3
Attack: Slam +1 melee (1d4+1)
Full Attack: Slam +1 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Drench
Special Qualities: Elemental traits
Saves: Fort +4, Ref +3, Will +1
Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills: Jump +9, Listen +5, Spot +5
Feats: Alertness
Environment: Elemental Plane of Water
Organization: Solitary or pack (5–12)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This creature looks like a blob of silty water, but its form has a great degree of solidity. It extrudes limbs in front of it to drag itself along the ground with surprising speed.

Rainrunners congregate in packs on the Elemental Plane of Water, where they swim through the endless sea and draw sustenance from the elemental power of the plane. Elemental clerics of water often summon them.

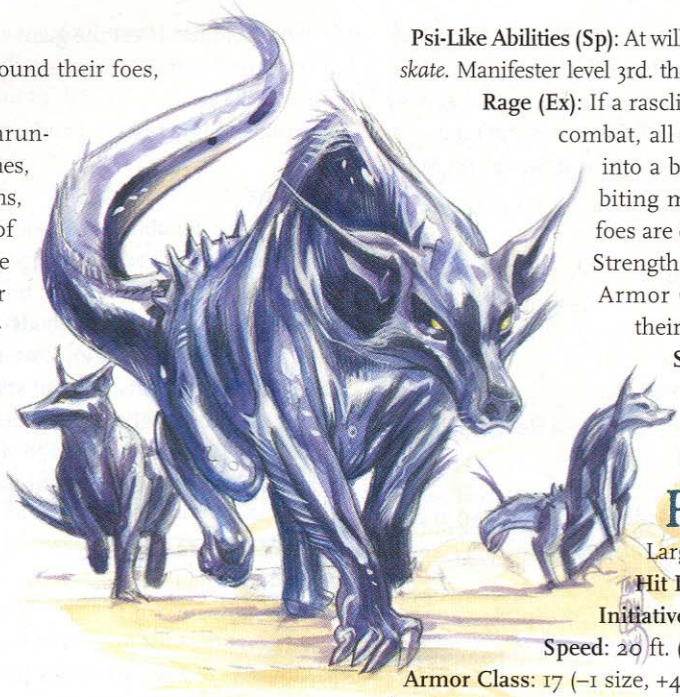
A rainrunner is 3 feet long and weighs 50 pounds.

Combat

Rainrunners like to surround their foes, attacking their flanks.

Drench (Ex): The rainrunner's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature dispels magical fire it touches as *dispel magic* (caster level equals rainrunner's HD).

Skills: Rainrunners have a +4 racial bonus on Jump checks.



Rasclinn

Medium Magical Beast (Psionic)
Hit Dice: 3d10+9 (25 hp)
Initiative: +0
Speed: 50 ft. (10 squares)
Armor Class: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +3/+4
Attack: Bite +5 melee (1d6+3)
Full Attack: Bite +5 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities, rage
Special Qualities: Darkvision 60 ft., low-light vision, scent
Saves: Fort +5, Ref +3, Will +3
Abilities: Str 15, Dex 10, Con 15, Int 2, Wis 15, Cha 11
Skills: Listen +13, Spot +3
Feats: Run, Toughness
Environment: Warm deserts
Organization: Solitary or pack (5–12)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4–5 HD (Medium)
Level Adjustment: —

These sleek, four-legged mammals have powerful jaws and silvery fur.

Rasclinns are root-eating herbivores that run in packs for protection. They are noted for their cunning, and their metallic hides make them a favorite, though challenging, target for hunters.

A rasclinn is 3 feet long and weighs from 50 to 60 pounds.

Combat

A rasclinn only fights if its young are threatened; in other situations it leads its pursuers on wild chases across the desert wasteland.

Psi-Like Abilities (Sp): At will—*befuddle* (DC 11); 3/day—*burst*, *skate*. Manifester level 3rd. the save DCs are Charisma-based.

Rage (Ex): If a rasclinn falls unconscious or dies in combat, all other rasclinn in the fight fly into a berserk rage on their next turn, biting madly until either they or their foes are dead. Each rasclinn gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. Rasclinns cannot end their rage voluntarily.

Skills: Rasclinns have exceptionally keen hearing, which gives them a +8 racial bonus on Listen checks.

Razorwing

Large Animal (Psionic)
Hit Dice: 4d8+20 (38 hp)
Initiative: +4
Speed: 20 ft. (4 squares), fly 40 ft. (average)
Armor Class: 17 (–1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple: +3/+10
Attack: Wing +5 melee (1d6+3)
Full Attack: 2 wings +5 melee (1d6+3) and bite +0 melee (1d8+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: Psi-like abilities

Special Qualities: Psionic flight, low-light vision
Saves: Fort +9, Ref +8, Will +3
Abilities: Str 17, Dex 18, Con 20, Int 2, Wis 14, Cha 12
Skills: Hide +10, Listen +4, Move Silently +9, Spot +4
Feats: Alertness, Flyby Attack
Environment: Warm deserts
Organization: Solitary or flock (2–8)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5–12 HD (Large)
Level Adjustment: —

Gliding on warm air currents above the desert surface, this creature has leathery wings that stretch between its forelimbs and rear legs. Its long tail has a vertical fin, and its head is almost all toothy maw. The leading edges of its wings are a glossy bone-white.

One of the desert's larger aerial predators, the razorwing hides in the sand or rock formations until it hears a potential meal approaching. Then it takes to the air, hoping to catch its prey unawares.

A razorwing has a 15-foot wingspan and weighs 200 pounds.

Combat

True to their names, razorwings dive at their prey and slash them with the sharp bones on their wings.

Psi-Like Abilities (Sp): At will—*create sound, detect psionics*; 3/day—*conceal thoughts*. Manifester level 4th.

Psionic Flight (Ex): Razorwings use psionic energy to assist the lift provided by their wings. If a razorwing can't use its psionics (because it's in a null psionics field or similar effect), it can no longer ascend and must descend by at least 5 feet per round.

Skills: Razorwing skin changes color to match the surroundings, giving them a +8 racial bonus on Hide checks.

Seskarran

Medium Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple: +2/+3
Attack: Claw +3 melee (1d4+4)
Full Attack: 2 claws +3 melee (1d4+1) and gore +4 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +5, Ref +4, Will +4
Abilities: Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +8, Spot +8
Feats: Iron Will, Multiattack
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–5 HD (Medium)
Level Adjustment: —

This four-legged creature has a series of interlocking armor plates reminiscent of an insect's carapace. Its horned head is likewise armored, and it boasts four thick claws on each foot.

This smaller relative of the fordorran tempers its great appetite for destruction with a caution borne of the knowledge that it's far from the toughest thing in the desert. Nonetheless, it attacks anything that isn't bigger than it is, eating as it wanders the desert sands.

A seskarran is 5 feet long and weighs from 500 to 800 pounds.

Combat

Seskarrans simply wade into melee with anything they meet, ripping their prey with claws as they spear it with their head-horns.

Skills: Seskarrans have a +4 racial bonus on Listen and Spot checks, because their senses are keen.

Windraptor

Tiny Elemental (Air)
Hit Dice: 1d8+1 (5 hp)
Initiative: +5
Speed: Fly 90 ft. (18 squares) (perfect)
Armor Class: 19 (+2 size, +5 Dex, +2 natural), touch 17, flat-footed 14
Base Attack/Grapple: +0/–10
Attack: Talons +7 melee (1d4–2)
Full Attack: Talons +7 melee (1d4–2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Air mastery
Special Qualities: Elemental traits
Saves: Fort +1, Ref +7, Will +2
Abilities: Str 6, Dex 21, Con 12, Int 2, Wis 14, Cha 6
Skills: Spot +14
Feats: Fly-By Attack, Weapon Finesse[B]
Environment: Elemental Plane of Air
Organization: Solitary
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This wispy creature looks like a bird with oversized talons and a glowing spark where its head should be.

Windraptors are common on the Elemental Plane of Air, where they soar endlessly and cavort in the clouds. Elemental clerics summon them to the Material Plane to act as scouts or combatants.

A windraptor has a 5-foot wingspan and weighs less than a pound.

Combat

Windraptors are agile but tiny combatants, scratching their foes to death.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a windraptor.

Skills: Windraptors have a +8 racial bonus on Spot checks.

Yallix

Small Animal
Hit Dice: 1d8+2 (6 hp)
Initiative: +2
Speed: 10 ft. (2 squares), fly 80 ft. (average)
Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple: +0/–4
Attack: Claws +3 melee (1d4)
Full Attack: Claws +3 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: All-around vision, low-light vision
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 10, Dex 15, Con 14, Int 2, Wis 14, Cha 6
Skills: Hide +6, Search +0, Spot +10
Feats: Lightning Reflexes, Weapon Finesse[B]
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Medium)
Level Adjustment: —

This strange creature looks like a cross between a giant dragonfly and a bird of prey. Its sleek, feathered body tapers to a head with protruding compound eyes and wriggling mandibles. From its back extend four nearly transparent wings. Its four other limbs end in small sharp claws.

The yallix is a desert predator that likes to ambush its prey, waiting in the shadows for its next meal.

A yallix is 3 feet long with a wingspan of 5 feet. and weighs from 5 to 10 pounds.

Combat

Yallixes dive from their hiding places toward any creature that looks like it might make a good meal. They use their claws to tear apart their prey, then chew it with their mandibles.

All-Around Vision (Ex): The compound eyes of a yallix give it a +4 racial bonus on Spot and Search checks, and it can't be flanked.

Skills: The yallix's dusky feathers give it a +4 racial bonus on Hide checks.

Zhackal

Small Magical Beast (Psionic)
Hit Dice: 1d10+1 (6 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/+0
Attack: Bite +7 melee (1d6+3)
Full Attack: Bite +7 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +3, Ref +4, Will +1
Abilities: Str 16, Dex 15, Con 12, Int 2, Wis 13, Cha 15
Skills: Survival +5
Feats: Track, Weapon Finesse (bite)[B]
Environment: Warm desert
Organization: Solitary, pair, or pack (7–16)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2 HD (Small); 3 HD (Medium)
Level Adjustment: —

This small quadruped has short brown fur and a perpetual snarl. Its eyes are an eerie blue and seem to glow faintly.

The zhackal is a pack scavenger that seeks out dying creatures and finishes them off psionically before devouring the carcass.

A zhackal is 3 feet long and weighs 50 pounds.

Combat

Because Zhackals are scavengers, they prefer food that's already helpless or dead. If a pack finds a creature in the desert that looks vulnerable, they manifest *cloud mind* to hide themselves, then circle their prey and try to render it helpless with *ego whips* before consuming it.

When they aren't actively hunting, zhackals run rather than fight, even if their lairs or young are threatened.

Psi-like Abilities (Sp): 3/day—*cloud mind* (DC 14); 1/day—*ego whip* (DC 14). Manifester level 3rd; the save DCs are Charisma-based. Ω